Computing Curriculum

Teaching aided by resources drawn from <u>Teach Computing</u>

Classes	Autumn		Spring		Summer	
	1	2	1	2	1	2
EYFS & Y1	Computer Systems & Networks (Y1) <u>Technology</u> around us	Computer Science Programming A <u>Moving a robot</u>	Information Technology (Y1) Creating Media Digital Writing	Information Technology Information & data (Y1) <u>Grouping Data</u>	Computer Science Programming B <u>Animation (Y1)</u>	Information Technology Creating media Digital Painting
YEAR 1 & 2	Computer Systems & Networks <u>Information</u> <u>technology around</u> <u>US</u>	Computer Science Programming B (Y2) Intro to quizzes	Information Technology (Y1) Creating Media <u>Digital Writing</u>	Information Technology Information & data (Y2) Pictograms	Computer Science Programming A <u>Robot algorithms</u> (Y2)	Information Technology Creating media Photography (Y2)
Year 3 & 4	Computer Systems & Networks <u>Connecting</u> <u>computers</u>	Computer Science Programming A Sequences in music (Y3)	Information Technology <u>Databases -data &</u> <u>Information</u> <u>branching (Y3)</u>	Information Technology <u>Photoediting</u> <u>Creating media</u> (Y4)	Computer Science – programming <u>Repetition in</u> <u>shapes (Y4)</u>	Information Technology <u>Audio editing (Y4)</u>
Year 4 & 5	Computer Systems & Networks <u>The Internet (Y4)</u>	Computer Science Programming B <u>Selection in</u> <u>Quizzes (Y5)</u>	Information Technology Data & Info	Information Technology	Computer Science – programming	Information Technology

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			<u>Flat-file databases</u> (Y5)	Creating media Audio editing (Y4)	Physical systems (Y5)	Vector drawings (Y5)
Year 6	Computer Systems & Networks	Computer Science – programming	Information Technology	Information Technology	Computer Science – programming	Information Technology
	Communication	Variables in games	Data & Information Spreadsheets	Creating media Webpage creation	<u>Sensing</u>	<u>3 D modelling</u>

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